Generics

Generics

Allows us to have variable data types

```
struct Point<T> {
   x: T,
   y: T
}
```

```
let p1: Point<i32> = Point {x: 6, y: 8};
let p2: Point<f64> = Point {x: 3.25, y: 8.43};
```

Generics

```
struct Point<T, V> {
   x: T,
   y: V
}
```

```
let p3: Point<i32, f64> = Point{x: 5, y: 3.24};
```